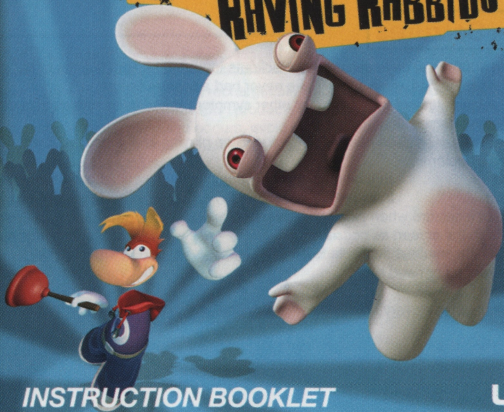


GAME BOY ADVANCE

# RAYMAN

## RAVING RABBIDS™



INSTRUCTION BOOKLET

UBISOFT®

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.**



### Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

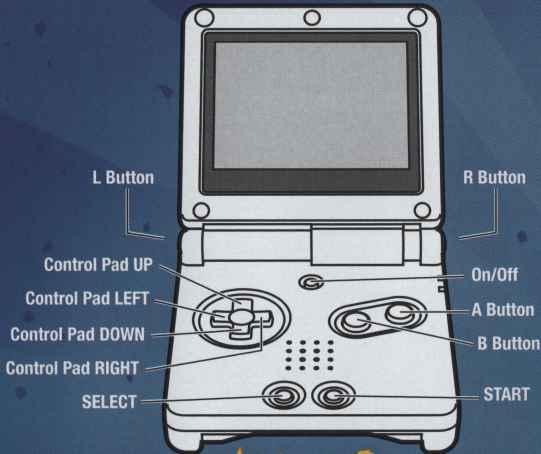
# TABLE OF CONTENTS

GETTING STARTED .....	4
MAIN MENU .....	5
INTRODUCTION .....	7
GAME COMMANDS AND SCREEN .....	8
DISGUISES .....	12
WORLD MAP .....	15
GAME ELEMENTS .....	16
TECHNICAL SUPPORT .....	20
WARRANTY .....	INSIDE BACK COVER



# GETTING STARTED

To begin play, insert the Rayman Raving Rabbids™ Game Pak into your Game Boy® Advance system and flip the POWER switch to the ON position.





# main menu



- Use the +Control Pad to navigate through the menus.
- Press the A Button to select an option.
- Press the B Button to return to the previous menu.



## Starting a Game

Select this option to start an adventure. Or, use the +Control Pad Left/Right to start or erase a saved game. Use the +Control Pad Up/Down to move the carrot to one of the two saved games, then press the A Button to confirm your choice.

## Timed Attack Mode

Replay levels that you have unlocked and try to beat the best time! This game mode is not available at first; it is unlocked once you have collected enough lums in the main adventure.

## Options

You can change the configuration for your Rayman game (sound effects and music). You can also access the credits on this screen.

# INTRODUCTION

“Rabbids” have existed in Rayman’s world for a long time. These rabbids were so docile that they were constantly chased and insulted by the other species.

One day, the rabbids completely disappeared from the face of the earth. No one knew what had happened to them. But today, they’re back and they want revenge for the way they were treated. A veritable army of rabbids is about to take over the world. This time, Rayman is going to have to find an ingenious way of beating the rabbids. He’s going to have to use various disguises – gangster, punk, rocker, granny, and funky – to trick his enemy. Will he be able to save the world once again?



# GAME COMMANDS AND SCREEN

## Rayman Info (Rayman's Head)

- Number of lives
- Energy



## Collected Objects

- **Lums:** Number of lums collected.
- **Cages:** Number of cages collected.

## R Button

- Gets Rayman ready to change costumes.

## +Control Pad

- Move Rayman
- Crouch
- Look up
- Choose disguise

## Start

- Pause the game.

## A Button

- Jump
- Helicopter
- Vertical object throw

## B Button

- Prepare/Throw fist
- Prepare/Throw foot
- Horizontal object throw



# Helicopter

Press the A Button once to jump, then press it again to slow your fall with the help of the helicopter blades.

# Super Fist

The longer you hold down the B Button, the stronger your punch will be!

# Change Disguise

To change disguises, hold down the R Button, then choose your disguise using the +Control Pad Left/Right. To go back to Rayman, just press the R Button.



Gangster



Grandmother



Punk



Funky



Rocker



## **Strong Jump (Gangster Only)**

You can break the ground or smash objects with the gangster's strong jump. To do this, press the A Button twice.

## **Hanging From Rings**

To catch the rings, hit them with Rayman's fist by pressing the B Button. To get down, jump by pressing the A Button.

## **Climb Between Walls**

To climb between two walls, press the A Button once to jump and again to get leverage.

## **Hang On**

Rayman automatically hangs on platform edges. To let go, press the A Button.

# Throw Foot

When Rayman is hanging from the edge of a platform or branch, he can throw his foot to knock out enemies or break objects. Press the B Button.

# Climb

Vertical walls and ceilings covered with vines or other material that you can hang on can all be climbed. Rayman naturally grips on; all you have to do is move him in the direction you'd like to go, or press the A Button to unhook him.

# Race Levels

A Button	Accelerate
B Button	Back up
+Control Pad Left/Right	Turn left and right
R Button	Super-turn right
L Button	Super-turn left



# DISGUISES

In addition to his own abilities, Rayman can obtain new abilities by changing costumes. Five costumes total can be unlocked. Be careful, though – while each costume has a function Rayman does not, they won't all include all of Rayman's own abilities, either.



## GANGSTER

Has a very powerful jump, enabling Rayman to break or smash certain elements on the ground.



## PUNK

Can glue objects or enemies with the help of his chewing gum.



## ROCKER

Capable of very powerful close attacks with his guitar.



## GRANDMOTHER


Drops carrots on the ground, which distract the rabbids while they eat them.



## FUNKY

Has a glowing fist, even stronger than Rayman's Super Fist.



A colored  will sometimes indicate which disguise you should use:

**Yellow:** Gangster

**Black:** Punk

**White:** Rocker

**Green:** Grandmother

**Pink:** Funky



# WORLD MAP

## The Village

Each house corresponds to a different world. Closed doors hide entrances to the different levels. When there is a white spiral in front of a house, it means that you can go into that world. Rayman's world is divided into 5 parts:

**World 1:** Child

---

**World 2:** Forest

---

**World 3:** Organic Cave

---

**World 4:** Sweets

---

**World 5:** Dark

---



- Use the +Control Pad Left/Right to move in the village.
- To enter a house, go in front of the door and press the +Control Pad Up.

# Levels

Each world is made up of several levels. A green dot means you can enter that level. A dot with rabbit ears is a Boss level. Use the +Control Pad Left/Right to move in the World Map. Press the A Button to select a level. Press the B Button to return to the village.



Rayman Info:

- Number of lives.

Collected Objects (World):

- Lums: Number of Lums collected in this world.
- Cages: Number of cages collected in this world.

Collected Objects (Level):

- Lums: Number of Lums collected in this level.
- Cages: Number of cages collected in this level.



# GAME ELEMENTS



## CAGE

The rabbids have imprisoned a lot of inhabitants in these little cages, using vital energy. Break the cage to free Rayman's friends.



## YELLOW LUMS

Yellow lums are pieces of the Primordial Heart that the rabbids have blown up. Once Rayman has collected enough, he can access other worlds.



## RED LUMS

Made up of energy, they add life to Rayman's Life bar.



## GREEN LUMS

These lums are very special. They record Rayman's progress. If Rayman dies, he can reappear at the spot where he picked up a green lum. If Rayman doesn't have any life left, he must start the level again from the beginning.



## BLUE LUMS

These enable Rayman to prolong the helicopter.



## HELICOPTER TIMER

Indicates how much time Rayman has left to do the helicopter.





### **HOOKS**

Rayman can catch these hooks by hitting them.



### **RAYMAN TROPHY**

Enables you to gain an extra life.



### **STAR**

When Rayman turns into mini-Rayman, this star enables him to go back to his normal size.



### **RETURN TO VILLAGE SIGN**

You'll see these signs at the start of every level. They let you go straight back to the village.



### **END OF LEVEL SIGN**

These signs are at the end of each level. They let you go back to the World Map.



NOTES

# Register this game now and stay in the know!

It's simple: Go to [www.ubireg.com](http://www.ubireg.com) and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on [www.ubi.com](http://www.ubi.com)!

Thanks,  
The Ubisoft Team

## Rayman Raving Rabbids™ Proof-of-Purchase



© 2006 Ubisoft Entertainment. All Rights Reserved. Rayman, Rayman Raving Rabbids, the character of Rayman, Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.



## TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

### Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

### Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

### Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

### Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support  
3200 Gateway Centre Blvd.  
Suite 100  
Morrisville, NC 27560

### Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.



## WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

### Limitations

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

### Notice

Ubisoft reserves the right to make improvements in its products at any time and without notice.

### Refunds

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

### Product / Documentation Replacements

Please contact a Ubisoft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

#### *If we determine a return or replacement is necessary:*

#### **Within the 90-Day Warranty Period**

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

#### **After the 90-Day Warranty Period**

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

### Replacement Fees

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

### Warranty Address and Contact Information

Phone: (919) 460-9778

Hours: 9 am–9 pm (EST), M–F

### Address:

Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft. To order Ubisoft products in the United States, please call toll free 888-824-7038.

SONY PICTURES  
animation



SONY  
PICTURES

CONSUMER  
PRODUCTS



UBISOFT



PLAY IT  
WILD!

AVAILABLE  
NOW



Cartoon Violence  
Crude Humor

Ubisoft, Inc. • 625 Third Street • San Francisco, CA 94107  
Open Season: TM & © 2006 Sony Pictures Animation Inc.  
All rights reserved. Game Software excluding Sony Elements:  
© 2006 Ubisoft Entertainment. All rights reserved. Ubisoft, Ubi.com, and the Ubisoft  
logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.

143192-MNL

PRINTED IN U.S.A

**FREE**  
**2-DAY SHIPPING!\***

**Buy online and get FREE 2-day shipping at checkout!**

\*To redeem this coupon, go to <http://store.ubi.com> and enter Coupon Code 2DAYFREE at checkout. Offer expires April 30, 2007. Offer applies to your next purchase at the Ubisoft Store. Products subject to availability. May not be combined with any other promotional offers or discounts, applied to previous orders, substituted, exchanged, sold, or redeemed for cash or other goods or services. Limit one per customer. Offer valid on orders with U.S. shipping destinations only. Offer only available at <http://store.ubi.com>.